Description of DOS II/+ on Atari XL/XE

Commands

***n*:**	Select drive where *n* is drive's number

DIR or /
`DIR D3:*.*`
`DIR D3:W*.TXT`
`DIR D3:*.* -A`
	Directory of current drive (both mean the same)
	Directory of drive 3
	Directory of all programs with W*.TXT specification
	Displays the directory of drive 3 in two columns.

TYP *name*	Displays file's content. For example ATASCII text file.
DEL *name*	Deletes file *name*. Never use *.* as *name* with DEL for clearing the whole disk because disk space will be less than it is for real.
REN *old,new*	Renames file *old* to *new*
LOC *name*	Locks file
UNL *name*	Unlocks file
FS#	Formats current disk in Single Density
FM#	Formats current disk in Medium Density
FD#	Formats current disk in Double Density
CL#	Clears disk directory and VTOC table
IN#	Writes DOS on current disk
COP *from,to*	Copies file from *from* to *to* If you want to copy some files from one disk to another as source mask write *.* or *.BIN and as target mask **Dn:=**. DOS will be waiting for Return after each file twice (or more) with *from* or *to* prompt. It's necessary = not ***.***. So you can copy files to different disks having only one disk drive. If after second name (target) you add /**A**, source file will be added to the target.
LOA *name,address*	Loads file *name* into memory. If the *address* is present, then file will be loaded on *address* position (with header if it's binary file). If the *address* is not present, then file must be with header. Otherwise DOS doesn't load it.
RUN *address*	Runs program from *address*
SAV *name,from,to*	Saves binary file *name* from specified memory location.
JOB *command*	Saves on disk first command to execute after DOS loads. Here You can put any DOS command from this list or just a filename or batch file. Batch file must be preceded by @ (e.g. D3:@AUTOEXEC.BAT). If there's no *command* JOB displays actual command (default is *;*).

CAR or **;**	Jumps to BASIC if it's turned on! If not, this command will only clear the screen. After *;* you can write any BASIC command. For example `;RUN"D:PROG.BAS"`
=ON	Turns the BASIC on
=OF	Turns the BASIC off
name	Loads and runs program *name*. If it has COM extender you could pass it.
>*address* (in HEX)	Displays 8 bytes from *address*.
>*address* *byte ...*	Writes *byte(s)* to the *address*.
@name	Loads and runs batch file called *name*. The batch file can contain all DOS commands plus some special commands: **'*text*** Displays *text* on the screen **!** Waits for any key

Technical infos

Drive D8: is a RAMdisk. Handler M: has the same meaning like D8:, but while copying DOS doesn't wait for a key.
If you know file's position on the directory, you can use instead of filename just its number from 1 to 9 (e.g. D1:-3 or M:-9). You could also use all the characters in filenames if you put + before filename. String's length is 11 characters.

You can modify DOS changing special bytes in memory. If you want to save modified DOS just use the command IN# and the new DOS will be saved to disk.

- **$070E** RAMdisk type
  $8x -> 128KB , 1009 sectors in Medium Density
  $2x -> 64KB (130XE), 499 sectors in Single Density
  $4x -> 16KB (normal XL/XE) memory under ROM-OS
  x -> If it's 1, RAMdisk will be formated after DOS will load. If it's a **0** RAMdisk will not be formated and if it's **8**, the RAMdisk will be write protected (very useful...)

- **$0709** Number of 128 bytes buffers (and open files). MemLo depends on it!

- **$070f: 01 02 03 04 05 06 07 00** (default)
  Changing these bytes you can exchange real drives with logical. For example D1: could mean D3: for real. **00** means RAM disk.

If you use Q-MEG then DOS II/+ will automatically load to the extra RAM and could be loaded if you'll press Control+Caps.